ANIME'S IMAGE

JULY 1987 VOL.2 NO.6

"The instructions are in Japanese... can't find a paint that will stick to this plastic... I'm never gonna finish this dumb thing!!!"

BE-WHERE ANOTHER TIME

Welcome to the another newsletter for PANIME (pahn-ee-may), the animation club for Bryan and College Station area. We share info about Japanese animation and get together once a month to watch selected videos. We are not affiliated with any national organization.

This issue contains Mechaman, a review of the Dallas Fantasy Fair, lots of news, and no Gundam article. The next issue and meeting after this will be for the first Saturday in August.

Now, here is the not-so-important stuff...

NAMES, JUST NAMES...

Kirk Houser - Why do we always say silly stuff here? (409-846-7248)
Jorge Frank - Don't know, bud. (409-696-2263)
Helo Chen - Ask Alex, bud. (409-846-7248)

...any suggestions, complaints, article and art submissions can be bounced off any of these people by phone or by sending stuff to:

Kirk Houser
Box 1214
College Station, Tx. 77841

SCHEDULE:

SUNDAY (big change) July 12, 1987 12:30 - 7:00 pm
407 Nagle, College Station. (French Quarter Apts. #55)

This is our ninth meeting. Due to summer school final exams, we have had to switch our meeting to SUNDAY - wow! We are moving the meeting place to Helo and Kirk's, because Jorge didn't like the way his remote controls got their batteries rearranged. If you are unsure of the location, call one of our ever jovial staff (mentioned above) for directions. Here's what's happening this time:

12:30 Introductions, Grouped News, etc...
(Don't get too stressed-out, this is the fun part of the meeting, when we make fun of Alex and plan 7-11 runs!)

1:00 Hokuto no Ken #4 (subtitled) - TV episode
Splatter, crash, boom...

1:30 Hokuto no Ken #5 (subtitled) - TV episode
Careful, this is getting addicting.

2:00 Dirty Pair #14 - TV episode
I don't remember what goes on in this one, but it doesn't matter, because someone will correct my opinions anyway. If anyone wants to submit some Dirty Pair episode descriptions, go for it, for I'm tired of being told that "They aren't Nazi mice, bud."

2:30 Dirty Pair #15 - TV episode
Ditto

3:00 Food Break
(Since most people aren't swift enough to eat their Wheaties before noon, we will shut down for 60 min to allow people to hunt down junk food. I have a feeling that everyone will sit around and gab and miss their opportunity, but be warned - THERE IS NO TOUCH EPISODE THIS MONTH - so you will actually have to miss something with violence or panty shots if you fail to eat at this point. Never mind that the next episode of Touch would have been the finale of the first season, packed with more REAL emotion and drama than any bunch of over-mechanized girly cartoons would have had!

4:00 Conan: Future Boy #10 - TV episode
This is dubbed in Spanish. Alex was supposed to submit an introduction to the show for this newsletter, but he missed the deadline (see Jorge, your not alone), so if he is at the meeting, he can translate for us.

4:30 Changeman - TV episode
It's live-action and I promise that it won't happen again. Although, I bet you people actually will sit through this trash like it was the greatest thing on Earth. Yet, if it had a baseball in it...

5:00 Urusei Yatsura - TV episode
Mystery and intrigue are in store for Shinobu as a mysterious man appears at her doorstep one rainy night.

5:30 Urusei Yatsura - TV episode
Everyone in town has had a bad breakfast. Just by coincidence, a bowl of food falls out of space and into the school yard. How come anytime that aliens invade the Earth, they start at Tomobiki town?

6:00 Project A-ko 2 - video feature
B-ko still wants C-ko and A-ko is still in the way. We get to meet B-ko's dad, and it is obvious that she has a thing about him (Electra complex and a lesbian, we are talking wholesome girl-next-door material!). The spaceship from part I has been turned into a restaurant and hotel.

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(There it is folks, the one and only Iczer-Jorge - look at those hips -, winner in the 'Well, Uh...' Art Contest. Submitted by Laly Thao of Irving, who as you read this is basking in the warmth of his ten dollar check - or, most probably signing it over to Cactus Air Force! Paul and Panime wish to thank all of the contestants and stay tuned because many of the submissions will be used in future Jorge masterworks, that is unless...)

This is the last official Jorge (tm) article until probably February. My main challenge here is to write an article so short that Kirk can't stick in another one of his patronizing editor's notes.

The only news this month comes from Books Nippan.They are releasing a ROBOTECH BGM album with music from the movie and the SENTINELS. The movie will be re-released at the Los Angeles Animation Celebration, and the SENTINELS will finally be released on tape (about 90 minutes per tape); supposedly the first tape is already completed. The animation is, according to my source, "as good as MEGAZONE 23" at its best, and "resembles MOSPEADA' at its worst.

One more item...the June issue of Animage says there's a chance that the MACROSS movie and MEGAZONE 23 PART II (the recently released English versions) may be shown on American cable.

Well, that's all the news, or at least all I can print without Kirk getting on my case again. Since I will not be contributing to the next 4-5 issues, now would probably be a good time for all you writers to submit some articles. That is, if you think you can put up with all the crap.

A final note: Due to the somewhat rushed nature of this issue, the final installment of MOBILE SUIT GUNDAM will not appear until the August issue at the earliest. Hopefully this will give me the time to write more than one draft and to type the article MYSELF, to avoid the embarrassing errors that crept into the last article. - Jorge Frank

(One very long, non-patronizing editor's note: Jorge is a self admitting procrastinator and I, Kirk, the anime tyrant, tend to insert nasty remarks into the Jorge (tm) articles that are submitted at the last minute. When I am engaging in relaxed conversation at 3 am, I am a nice person (affidavits on file), but when I'm typing in a Gundam article at 3 am a day or two after i wanted to be finished with the newsletter, I am not so graceful with my character, and interesting word patterns drop from my fingertips into my computer. The kinds of back-stabbing that have been present and increasing in the newsletter will STOP. Several of us have worked very hard on building this club up, and I don't want to see it die - especially if some of my remarks were to be the cause. More people than just Jorge have been the victims of my relentless nasty side lately, and I saw the pain that I was causing, but didn't stop until I took a figurative 'slap in the face' by on of my victims (a real one was in order). Sometimes I forget that this club was formed for the enjoyment of animation and not for the advancement of my egocentric sense of humor (is that spelled 'H-A-T-R-E-D'?). I should be a lot more tolerable in the future. Those of you that are considering submitting an article - fear not - for I have never butchered a non-Jorge submission... well except for one of Paul's video articles, but how would I have known that the single act of adding the words "Pro video HQ" to Paul's list of defective tape brands would start a war between him an Jorge. Above Jorge alluded to the rushed nature of the newsletter, well this issue is being completed 4 weeks after the last, and it is a monthly newsletter... but, I don't want to quibble, so on with the newsletter. - Kirk Houser)

Hold it! Major news flash... I, Kirk, the Anime Tyrant, received the following on a postcard in the mail:

Dear General C/FO Members:
Recently, C/FO Denver member Scott Frazier went to Japan and is now working for Vision 80 studio as a character designer. They are planning a major animated release for the American market in the near future. We are helping him to conduct a survey to determine what would be well received. If you are interested, please write us a letter stating what subject material (SF, horror, comedy, etc.), style, characters, and so on you would like to see in the feature. Feel free to show this to non-members, as we want to get as wide of a sample as possible. Return to:

C/FO Denver		Scott Frazier
c/o Ed Connell		4-1-1 Inogata
840 S. Oneida	or to	Komaeshi #221
Denver, CO 08224		Tokyo 201 Japan

Staff and Officers of C/FO Denver, 6/19/87.

Other last minute news:

I have just seen the Macross movie in English with Japanese subtitles. While the Megazone 23 part II dub was an exciting event, the Macross movie was dubbed in Australia, and maybe Paul Hogan is an exception to the rule because the voice actors in the feature express almost no emotion. Misa's voice almost sounds younger than Minmay's, and Breetai sounds like he is suffering through a hernia. The worst example of this is in the Minmay concert when the fan screams out "MIN-MAAAAAAY"; in the Aussie version, it sounds like Lynn Gaifun or someone else is standing behind her and he casually says "Minmay", for there is NO echo on the voice at all. Exodore's voice is actually neat sounding to me. The translation is good, I guess, because by now I've seen 600 translations of this movie, and it's all becoming a blur. Another interesting note on this production, aptly nicknamed "Hikaru Dundee" by Jorge, is that the credits have been translated into English, but only the major credits... directors, story by, etc... It does not contain the 'special thanks to' the studio's 3rd floor janitor or the actual grunt animators. Oh well, it's still better than Jim Terry's Force Five series of translated giant robot shows, "Gee, he didn't even look at my saucer. I don't think I like this guy!" -Grandizer.

More little Macross news tid-bits: As many of you know, there is a new Macross video that has come out, Macross: Flashback 2012. The video has an interesting origin. Those of you with the hardbound boxed Macross movie book (yeh, the $100 one, with 9 pages of Minmay sketches) look at the last of the sketch pages where it shows musical instruments and musicians (those without the book, skip on to the Mechaman article). There was a rumor between some of us Panime dudes a long time ago that there might have been a concert scene cut from the end of the Macross movie. We killed the wishful idea when we could not find any proof. Well here is this video, and it is a Minmay concert with other stuff tossed in, and we find that part of the concert comes from the end of the movie, a special cut out part. Gee, don't we feel smart. Now don't write me and demand to know the exact magazine article that has this info (maybe June's Animedia or Newtype) was in, and don't get

huffy if it turns out that we have messed up again. The only pictures that we have seen on the video are various poses of Minmay in a pink and purple outfit that makes her look a little Eve-ish.

Guy Brownlee's Dirty Little Girls fanzine about the Dirty Pair is about to expand its interests to spread to other Super Dimensional Female shows: Project A-ko, SuperGal, Leda, etc... Don't Know, but maybe the zine ought to be called "Dirty Thoughts About Little Girls" (just kidding, Guy). He is wanting submissions, so send your material (PG-13 or cleaner) to Guy Brownlee, 602 Twilight Dr. Garland, TX. 75040 Issues 1 and 2 are available from him for $3.00 each.

HEY!!

How about becoming a member of Panime? Membership is free, but you can also subscribe to our newsletter. Just send us the following on a 3x5 card with $5.00 ($4.00 if you pick up your newsletters) to cover 6 exciting issues of IMAGE; and join us at our meetings. (PLEASE PRINT)

Name
Address
Phone
Age
Favorite Shows

to: Panime c/o Kirk Houser
P.O. Box 1214
College Station, Tx. 77841

(Please make checks or money orders payable to Kirk Houser.)

We now are offering back issues. (Prices include postage.)

Vol.	No.	Subject	$
1	1	Robotech: movie/Animagic Review	.50
1	2	Yatsura/Mechaman v. Gundam MK. II	.50
1	3/4	(double issue) The Art of Zeta Gundam	1.30
2	1	Comics/Anime Poll/Animation Trivia	.50
2	2	Touch/Timeline/Mechaman/Robotech RPG	.90
2	3	MS Gundam/Kenshiro/Starblazers/Mechaman	.90
2	4	Gundam I syn/AggieCon/video/Mechaman	.90
2	5	Gundam II/Mech v. L-gaim/Megazone	.90

Want to trade tapes with us? We have a handy-dandy 80+ tape list and trading procedures available for a SASE (self-addressed, stamped...). The list is continually updated.

CONFESSIONS OF A CONFORMIST

"Gundam in My Side"

Being an avid science fiction buff, i have always enjoyed attending fairs and conventions. Beginning with the 1986 Dallas Fantasy Fair (July 4-6, 1986), a new wave of infatuation crept into my collection of memorabilia and interestingly enough, my VCR. Japanimation was the name given to this virus and much to the dismay of my wallet, it was highly communicable. In a matter of a few months i was lavishing in my new found wealth of DIRTY PAIR books, MACROSS posters and models, HOKUTO NO KEN episodes and much, much more. Through this non-lethal infection I have enjoyed numerous late night excursions into the wonderfully animated and ingenious plots of Japanese shows, but undoubtedly I have disliked a few things. Such is always the case when confronted with a variety of options.

Speaking on this subject of dislike, or should I say dismay, it seems that with the exodus of the MACROSS fanaticism, a new influx of characters has eroded the minds of certain fellow conformists that has failed to light on my consciousness with the revolution. Normally I would not make what some may and WILL call a big deal of the matter, but having a majority of my info arising from newsletters and word of mouth, the former including Panime's Image, I noticed an increasing amount of time devoted to the extensive use of written word being lovingly devoted to expressing the ins, outs, ups, downs, and every angle possible (not excluding fiber optics) of the GUNDAM series ("Uh, saga..."). Not to say I don't enjoy receiving my newsletter and perusing it from cover to cover, but having spent part of my hard earned cash on a subscription I would like to see more variety in the articles. This is why I decided to submit this article for printing. Lately, my reading of the monthly Image has become somewhat mundane. To be more specific for those of you who are accustomed to an article which has intricate detail to the point of being ridiculous, I will now delve into the realm of ludicrousness in describing such a monthly reading. First, a quick glance at the cover followed by a precise analyzation of the cover art and which series it belongs. This is followed by a flipping of the page and a reading of the schedule of the next meeting, followed by a whimsical whole-hearted chuckle at the "Well, Uh..." picture (just a side note, on sheer entertainment value the portrayal at the beginning of this section has to be the highlight of the newsletter for myself). This brief comical relief, however, is usually followed by a flick of the page and a prick in my side, "Gun-DAMN!!" replies this dejected conformist as I see another installment of the over-worded, over illustrated and over-reported writing of who I refer to as the "Prophet from G.U.N.D.A.M." or the "Man who wore Z at his side". By this point comes a sound and prompt skipping of what is undoubtedly a plethora of information on this saga, which abruptly halts my perusing for the month. (Ed. Note: What! You don't even root around for the Mechaman article buried somewhere between Side 3 and Zedan's Gate? Oh, yeh, it is probably about a Gundam toy anyway...)

At this moment in time I would like to address this GUNDAM infestation. Either it is not as stupendous as some might have you believe or I have missed the biggest moment since the sexual revolution. This article is in no way meant to belittle and degrade any GUNDAM fans, that would be childish and below the reproach of this commentator, but is to question in an insightfully longing manner the motives behind this repetitiou reporting of the facets of GUNDAM. I just think that an overwhelming amount of time spent on introducing to the subscribers some of the many other Japanese series. In closing (I better do it now or this article may be deemed overly wordy), I would like to affirm that the opinions in this article are those of this individual and are voiced in an

effort to boost others to send in their opinions to the Panime staff and prompt some of you to branch out and try new ventures in the world of Japanimation. Thank you for this opportunity to voice my views and look for the next installment of "Confessions of a Conformist" : The Art of Observation.

(Disclaimer: The preceding was in no way meant as to insult, slander or otherwise degrade the integrity of Panime's Image or any of its staff. We should all be thankful that they take the time out of their schedules to grace we conformists with one of the greatest gifts of all, that of Knowledge.)
- Darren Higgins

(Ed. Note: 'Sniff', 'Sniff'... I don't think anyone will believe that that moving disclaimer was totally UNSOLICITED. Actually, the Gundam articles have been received well by the majority of the subscribers, with many compliments on them coming in. BUT, realizing that the newsletter is tilting in one direction, I've been planning to start some articles on various other shows, and I'm eagerly waiting for some submissions...)

OUT OF CON-TROL

(Yes fans, this is the section of the newsletter which has always made the Panime staff very notorious... The CONVENTION REVIEW article... Known far and wide for its nasty tone and cutting verbage...)

This month's victim:
Dallas Fantasy Fair June 5-7, 1987

I'm sorry if I have set everyone up for a let down, but I actually learned interesting things about animation and about myself at this con and I actually intend to give our readers some useful information in addition to the usual comedic report of Zuggdom in our lives.

The con was held at the Sheraton in downtown Dallas and the facilities were nice, except for the weird check-in procedures (that left us all confused), the Super Dimensional Parking prices, the circa 1955 Westinghouse elevators (which I was rather reminiscent about - I used to work in that building - yes, Kirk, we know... we know...), the loading dock from another galaxy, and other things that I can't invent cute sayings for right now. I think that I accidentally started a rumor about a stewardess' (pardon, flight attendant's) convention in the hotel that left several of our club members in nervous states (some of our members haven't ever flown the friendly skies before - no Alex, that doesn't count!).

Dealer's Room Report: As Minmay would say, "That sure was a big [dealer's room]." "Real big," replies Rick. I originally came to this con to buy a few Jonny Quest comic books, get them signed (Doug Wildey was there) and spend the rest of the con just hanging loose. But I kept finding more and more stuff - rare stuff, new stuff, old stuff, blue stuff - and I kept stuffing the stuff into the deep holes that the stuff was creating in my wallet. Alex's table was so busy at one point that a nearby dealer was complaining that Alex's customers were completely blocking this guy's tables. There was the ever exciting Charity Auction, which is always a sure shot for laugh-a-minute comedy. It was here where I realized that there was something evil lurking in the shadows of this convention... something cold and sinister... my mouth, for one of the auctioneers told me (in between the 'Going once', etc...) to cool it about the abundance of Frank Frazetta portfolios or leave. You see, every year at this auction, they have 500 copies of some item, and they keep pulling it out every 5 minutes and the auction price drops each time. Last year it was Revell plastic kits of the SDF-1, and this year it was the portfolios, some lame book, and a cheap poster of some people dressed up as comics characters. At the beginning of the auction, a female bought the portfolio for $30, but by the end, Wayne, one of our wackier members, brought all three for $6. So this is how merchandise faired at this con.

But everyone knows that the true value of the dealer's room is to socialize and talk to the people that you usually only hear from by mail. I finally got to meet the generous and friendly Brad Gill - thanks for all the videos, pal. We met some representatives from Eclipse Comics, the people that are releasing the translated manga of AREA 88, Mai: The Psychic Girl, and Kanui. I asked if they flipped the page over to account for the left-right problem and they said, "Yes, the Japanese send us a photo negative of the page and we flip it and remove the Japanese." When I asked what they were going to do about Kanji characters on signs in the background (will they be flipped, also), they said, "Hmm, don't know." They say that they are planning more manga translations, but they want us, the faithful readers, write them and tell them what to bring over. Here is there address:

Eclipse Comics
P.O. Box 1099
Forestville, CA. 95436

The only thing missing at this con was the Ambassadors of Anime from San Antonio ("Don't forget the Farmer Sisters, bud!" echoes a mustached voice), but after we faced the facts that our midnight video watching would be reduced because of their absence, we poured out our coffee reserves and hit a local sushi bar.

"So how good was the video room without Gibson and the gang?" Well, the facilities were strategically placed on a floor that was not readily accessible by the Westinghouse Express 999's that were vaulting up and down the length of the skyscraper. With this as a physical barrier and an over abundance of Starblazers III (sorry EDC, but my personal tastes are creeping in here), I spent little time in the room and refuse to pass judgment on something that I don't have first hand visual knowledge of (no, this isn't a personal stab at your Robotech movie review, David B.).

"So quit being so wordy and tell us about the... " O.K., O.K, here's the report on the...

ZUGG FACTOR

If a zugg is simply an over-zealous fan, then almost all of us would be guilty. However, a zugg is a very special

hybrid-mutant of the fan. The natural habitat of this creature is usually the sci-fi convention. They follow the guests around like flies on a dog, and they tend to get really emotional about their topic of interest. This con was a change of pass for me, for I got to see a new breed of zugg. You may be used to the Japanime variety, they are usually easy to distinquish... I appreciate the qualities of the show, Macross, because it is a well made spoof, and I mention this fact often. If any zuggs are nearby they always get really hyper about it and act like I'm trying to crucify Lisa Hayes (an true zugg always refers to her as Lisa even when watching the Japanese originals). This new breed (new to my experience) is the 'Jonny Quest' syndrome, and the worst is that I think that I'm one of them. I woke up a little early on Saturday and went to a panel (man, I hate those things) on Jonny Quest, hosted by Doug Wildey, the character and concept designer for the show. I was there to get my books signed, as I said earlier, and to learn a little about animation production. The result was interesting.

First, a fan (everyone realizes that the word 'fan' comes from 'fanatic', right?) started blithering how she was so touched by the death of Jonny's mother in the second comic book, to which Wildey replied, "I never gave much thought to what Jonny's mother was like." He also said that he has had little involvement with the comics, and that he doesn't like trying to translate animation into comic form... "It just doesn't work." Well, there goes half of Comico's line of comics. He also said that he couldn't stand Bandit at all, but was forced to insert the cute element. He said that the 'boy and his faithful dog' plot has been over used. Then Wildey stated, "I think that you people are suffering from the fact that everything on today is such crap that you take a mediocre show from that past, like Jonny Quest, and blow it out of proportion." I almost laughed at that point, but I realized that I was almost guilty, myself. When I watched Jonny Quest as a kid, I was heavily under the influence of breakfast cereal and Lego bricks (two things that I hold pretty sacred), and I am under going my current affection for J.Q. as a means of recapturing the simple days of early elementary school - a way of crawling back to the safety of the womb, I guess.

Wildey went on to state that animation is totally under the control of the toy companies (Kind of like my statement: "In the end, the winner is always Bandai"). Artists have almost no freedom as compared to the early days and so the current shows are really manipulated by people with no sense of story telling. Another problem he mentioned was that since everything is now animated in Japan or China, there is no possibility of a retake if the animation was filmed wrong. Sometimes film editing techniques will smooth out minor problems, but big mistakes just kind of get pass and live in our VCR's forever. Wildey is currently working on Lasertag Academy and a few other gems that he seems to hold little respect for.

So that was the con in an article that I hope pleased everyone with its incredible use of in-jokes and slanderous remarks. The Panime staff is planning to take on our first Austin con over the July 4th weekend, so wish us luck. - Kirk Houser

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THE LIST

(Jorge diligently sat down and translated this for us out of the latest Animage...)

Between 10 January and 9 February 1987, Animage held its 9th annual Anime Gran Prix. 11317 Japanese youngsters, about 61% of them male with an average age just under 16, voted on their favorite shows, characters, episodes, voice actors and actresses, and music. Some of the results follow:

Favorite Show, 1986

1)	Laputa: Castle in the Sky	4065
2)	Mobile Suit Gundam ZZ	1229
3)	Mobile Suit Z Gundam	613
4)	Arion	585
5)	SPT Layzner	494
6)	Maison Ikkoku	359
7)	Spaceship Sagittarius	302
8)	Urusei Yatsura (TV)	298
9)	Saint Seiya	258
10)	Urusei Yatsura 4	249

Favorite Show, all time

1)	Nausicaa of the Valley of the Wind	3606
2)	Lupin III: L'Chateau de Cagliostro	1241
3)	Urusei Yatsura 2: Beautiful Dreamer	434
4)	Laputa: Castle in the Sky	348
5)	Mobile Suit Z Gundam	333
6)	Dirty Pair	331
7)	Mobile Suit Gundam ZZ	296
8)	Macross: Do You Remember Love?	253
9)	Galaxy Express 999	175
10)	Urusei Yatsura (TV)	171

Favorite Male Character, 1986

1)	Camille Vidan (Z Gundam)	1365
2)	Pazu (Laputa)	1154
3)	Judo Ashita (Gundam ZZ)	1033
4)	Arion (Arion)	703
5)	Eiji Asuka (Layzner)	577
6)	Shah Aznabul (Z Gundam)	442
7)	Tatsuya Uesugi (Touch)	431
8)	Yusaku Godai (Maison Ikkoku)	416
9)	Ataru Morobushi (Urusei Yatsura)	325
10)	Andromeda-shun (St. Seiya)	196

Favorite Male Character, all time

1)	Lupin III (5th year in a row!)	2496
2)	Shah Aznabul (Gundam)	1221
3)	Camille Vidan (Z Gundam)	601
4)	Amuro Rei (Gundam)	523
5)	Ataru Morobushi (U. Yatsura)	445
6)	Conan (Conan: The Future Boy)	308
7)	Pazu (Laputa)	287
8)	Arion (Arion)	265
9T)	Kiriko Kyubi (A. T. Votoms)	209
9T)	Asbel (Nausicaa)	209

Favorite Female Character, 1986

1)	Elpie Ple (Gundam ZZ)	1928
2)	Sheeta (Laputa)	1771
3)	Kyoko Otonashii (Maison Ikkoku)	1285
4)	Lum (Urusei Yatsura)	599
5)	Pollyanna (Story of Pollyanna)	399
6)	Four Murasame (Z Gundam)	391

7)	Hamaan Khan (Z-ZZ Gundam)	301
8)	Mai (Magical Emi)	249
9)	Dora (Laputa)	245
10)	Roux Louka (Gundam ZZ)	242

Favorite Female Character, all time

1)	Nausicaa (Nausicaa)	3959
2)	Clarisse de Cagliostro (Lupin III)	873
3)	Lum (Urusei Yatsura)	746
4)	Four Murasame (Z Gundam)	548
5)	Yuri (Dirty Pair)	363
6)	Sarah Mass (Gundam)	330
7)	Maetal (Galaxy Express 999)	297
8)	Elpie Ple (Gundam ZZ)	290
9)	You Morisawa (Creamy Mami)	287
10)	Kei (Dirty Pair)	227

Favorite Episode 1986

1)	Gundam ZZ #36 (Elpie Ple dies)	2729
2)	Z Gundam #50 (last episode)	1239
3)	Urusei Yatsura #218 (last episode)	634
4)	Magical Emi #38	357
5)	SPT Layzner #15	303
6)	SPT Layzner #24 (end of 1st season)	213
7)	Pollyanna #51	201
8)	Gundam ZZ #28 (Leina is wounded)	197
9)	Gundam ZZ #34 (Camille returns)	187
10)	SPT Layzner #26 (2nd season start)	168

Hayao Miyazaki's dominance of the Gran Prix (He directed NAUSICAA, LUPIN, LAPUTA, and CONAN, among many others) should come as no surprise, especially since Animage owns the serialization rights to Nausicaa. Also of no surprise are the strong showings of GUNDAM, MAISON IKKOKU, SPT LAYZNER and SAINT SEIYA.

But there ARE surprises. For example, the poor showings of HOKUTO NO KEN and TOUCH, both of which were Top-10 shows last year. And the somewhat trendy nature of Japanime fans can readily be seen in the all-time favorites lists - only four shows out of ten were older than three years, for example, and the Macross characters feel out of the Top 10. (The ultimate humiliation is that the Macross TV series received NO votes whatsoever!) Of course, since ROBOTECH proved to be a flash-in-the-pan over here too, that probably says more about Macross than it does about its fans. (And Kirk, if I made a mistake in this article, make like an EDITOR for once and EDIT it; don't just say "Look! Jorge f**ked up again!") - Jorge Frank

Kirk's opinion... I agree that the Japanese kids are fickle. But, they have a right to be! We Americans can name only a handful of quality animation products here in the States (translated or pure domestic) that I have seen in the last 20 years, so I feel that we look back at the "good-old shows" while the Japanese have at least ten very good shows and several excellent movies to choose from each year! When quality abounds, the turnover rate is fast (I think that I can apply that concept to my love-life, and College Station tends to make me dwell on the past a wee bit too much). Also, Animage is probably the most biased publication around. I've been watching their polls all year and it is no surprise to me that TOUCH and KEN faired poorly. I love Miyazaki movies and shows (the guy is a master at entertainment), but that magazine burns me out when it's month after month of "Laputin III: L'Chateau of the Valley of the Sky"! So you can assume that the zealous readers of Animage are the zealous Miyazaki fans and therefore vote accordingly. This can be illustrated by looking at how different Japanime clubs here in Texas are polarized about their favorite shows: Panime is known for being Gundam, Macross, and Touch fans; C/FO San Antonio is known for its Hokuto no Ken and Votoms fans; the EDC is very Yamato/Matsumoto related; and Club Tom of Houston is... (Well, we don't want to go into their perversions!)

MECHAMAN V. IRONGEAR

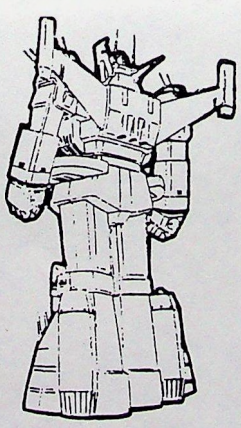
Act I----Has Mechaman Met His Match?

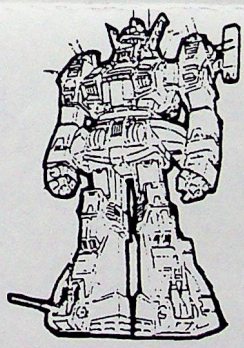
I knew something was up when I reached the battlefield---Why had the state of Wyoming been cleared for combat? Inside sources had informed me that my opponent couldn't fly, which meant---could it be my archrival, the dreaded super-dimensional fortress? I was wrong, but not by much.

My opponent came from the other side of the Nebraska border. It was big red. My battle with the Dias was still fresh in my memory. I braced for a first magnitude pounding.

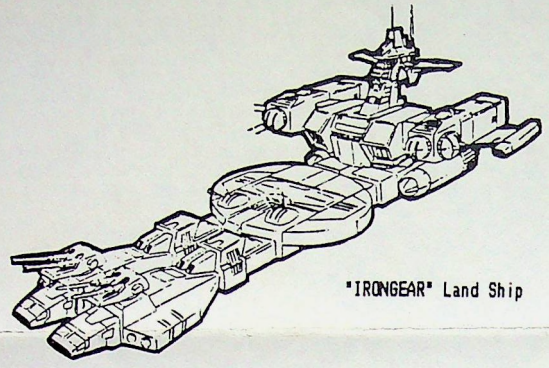
"IRONGEAR!", I cried out. "Come on, I'll take you 'mano a mano'!" It was my only chance. Irongear had four 40mm twin gun turrets mounted on the shoulders, each rotated 360 degrees, while the barrels had a 180 sweep. There were two 76mm twin gun turrets in the center section, and mounted in front, two 200mm twin gun turrets, just as versatile in firing arc. I'd tear him to shreds, bit by bit.

Irongear's squire, the pitiful Xabungle, taunted me as I approached, but I ignored his boasts. My oil filters choked at sight of Irongear's next move. The Clover people had foresight when they assembled this monster. Before I was in range to read his serial numbers (which were 2m tall) Irongear had undergone (ack!) mecha-morphosis!! Now stood the Irongear Walker Machine. My choice of words stung my own ears as Irongear replied to my challenge "Hand to hand, Mechaman!" His hands were bigger than my body---times five.





Walker Machine



"IRONGEAR" Land Ship

Act II---The Last Chapter

I knew now how Galvatron felt when he took on Omicron. I slugged the brute as mightily as I could, scratching the paint below his left ankle. The red menace lifted his foot, and brought it down---where I was standing.

Though I lay under the giant's foot, I knew I had attained victory. Irongear "cheats" when he transforms. His hands come from thin air---a clear violation of the rules of reality.

Irongear stood silent as the judges pronounced their decision. In exultation I screamed at the bested battler, "Transform and roll out!" This he was equipped to do, since he had a set of metal wheels on his underside when in Land Ship mode. The Xabungle accompanied its master out of the battle-state as car and trailer. Why the metal heavy meatball never used its two missile launchers (two in the feet, two more optional, replacing the 200mm gun turrets) I'll never know. Oh well, the bigger they come, the harder they fall.

Staff & Cast:
Irongear made by Clover
Length (Land Ship)---18 inches
Width---7 1/2 inches
Height (Walker Machine)---11 1/2 inches

To scale Xabungle suit and car/trailer miniatures included. Two optional missile launchers and two missiles each of 3 different types are included.

(Stay tuned for future adventures of Mechaman as he battles his way through toys and models of the latest and greatest of Japanimation mechanics. The articles are anonymous so that ANYONE can submit a Mechaman article. This one is a great example of an out-of-town submission. If you think that you can review something in the style of Mechaman, go for it! Girls, we didn't mean to be sexist by making Mechaman a male. If any of you have a submission and feel uncomfortable with being Mecha-MAN, then maybe we might pull a DC Comics move and create a female counterpart... On second thought, we don't want to be like DC Comics!!! OR maybe it's like Battle of the Planets and Mechaman is really a female... What do you say to that 1-Rover-1?)

In upcoming issues of Image:

-more Mechaman or Mecha-person??

-maybe the third Gundam movie

-more "Confessions of a Conformist"

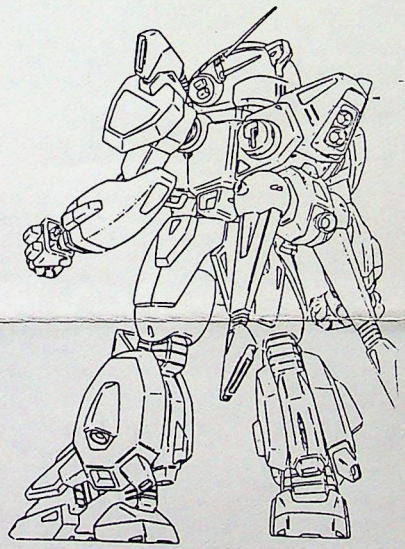
-and much, much, more...

Art Credits:

pg.	
cover	Amuro - Roman Album #35
cover	Gundam suit - The Anime Z-Gundam #3
3	Iczer-Jorge - Laly Thao
4	Lisa Hayes - Joliet Jim Van Cleave
5	another by Laly Thao
7-8	Irongear - (Mechaman didn't tell us)

We want to thank everyone who contributed to this issue (especially Paul Ortega for his contest). Submissions are needed... art and articles!!!

SLUPFTYZNER LUPDATER



As you may have read in the last newsletter, we are offering a translation of the Layzner Roman Album (#67). We are still taking advance orders for the informative production. There is still a few more weeks of work to do on it, so if you want to reserve your copy, send $4.00 now. The guide contains character portfolios, song translations, mecha descriptions, interviews with the story and mecha designers, and an incredibly detailed episode synopsis for the first season of SPT LAYZNER.